IMPOSSIBLE MISSION II

INSTRUCTION MANUAL

THANK YOU for purchasing **IMPOSSIBLE MISSION II,** an exciting video game from **American Video Entertainment, Inc.** Our seal of quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System.

This game is a vast and complex challenge. For maximum enjoyment it is recommended you carefully read this instruction booklet and save it for future reference.

▷ Features digitized sound effects.

▷ One of the most challenging games ever made for the NES.

▷ Use your high-tech micro Pocket Computer to map your location, assemble security access codes, and record encrypted musical information.

▷ Search over sixty rooms for tools, bombs, and safes as you explore the eight gigantic towers of Elvin's stronghold.

▷ Use reflexes, quick thinking, and stealth to disarm Elvin's deadly machine of mass destruction.

PRECAUTIONS

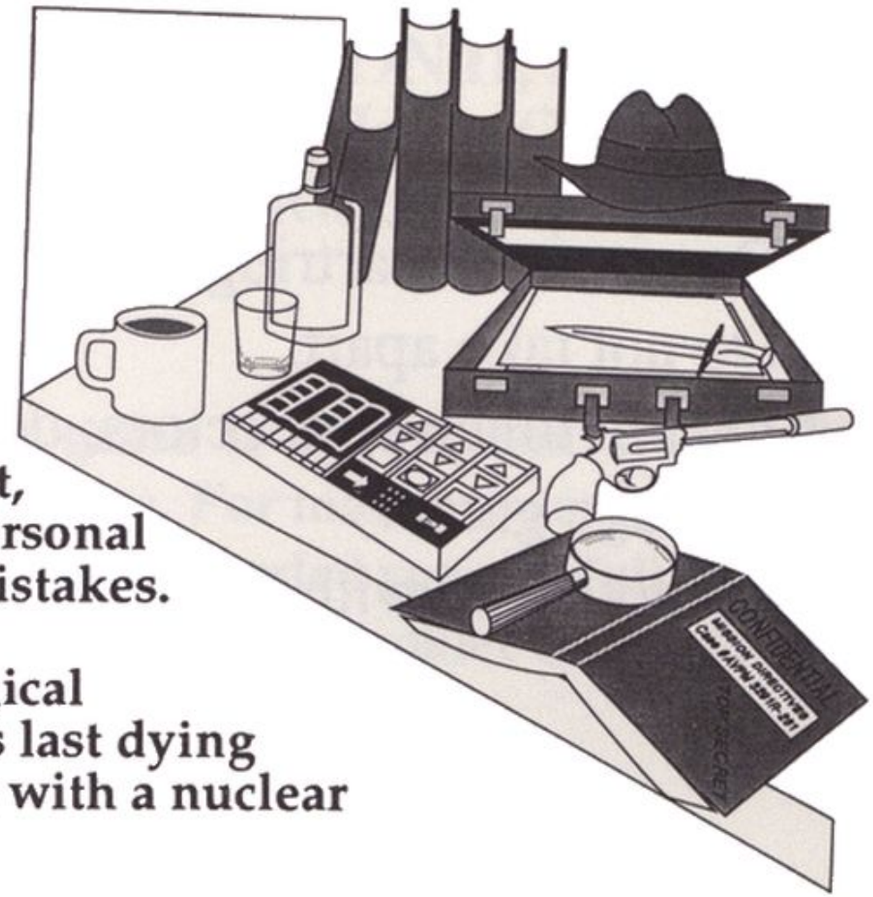
* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use you projection television with NES games. American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

Its late, maybe too late.



The feds didn't want me to have anything to do with this project. They were gonna send in there own hot shots. Said I was too emotionally involved.

Which I guess I am, seeing as the last time we met, Elvin almost did me in. After all, when it gets too personal you lose your edge, start thinking too much, make mistakes.

Elvin Atombender, a bonafide genius, a technological wizard, a terminally ill criminal master mind. Who's last dying wish is to immortalize his name in the history books with a nuclear firestorm.

He's one of the most brilliant and ruthless criminals I'd ever gone up against. He resurfaced two weeks ago infecting the National Defense network with a computer virus so advanced that in four days it had spread to almost half the computers in the country. If you were lucky you could erase it off your system, but it was just a matter of hours before the system would get reinfected by communication with outside data bases. Its been two days since they lost contact with their hotshots. They didn't want me involved. Hell, I don't want to be involved. But there is no one else to do the job. If I fail, how many thousands, maybe millions will die?

I take a slug of my cold coffee. I've got a pain in my gut telling me this mission could be my last. But I've got no choice. I'll quickly look over the mission directives once more, there's not much time.

CONFIDENTIAL

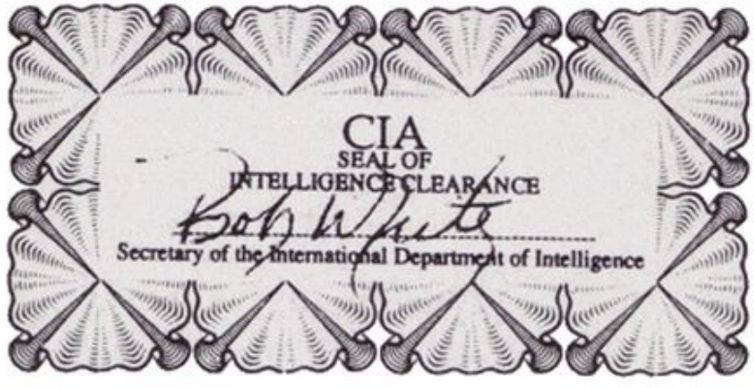
MISSION DIRECTIVES
Case #AVPM 3291R-281

TOP SECRET

WARNING

Restricted Information

The following restricted information may contain references to subjects affecting national and international security and is therefore CLASS 9 INFORMATION.



All CLASS 9 INFORMATION is protected from public viewing under federal* and international** laws. Unauthorized viewing of this information is punishable in the U.S. by a minimum $25,000 fine and 3 years imprisonment. The following information is protected world wide from public viewing by:

*Whinford Information Act Page 14 Sec. 44-B52.

**United Nations Internal/external Information Protection and Control Agreement, Sec. 28B.

SUBJECT: Elvin Atombender **AKA:** Adam Elvender
SEX: Male **AGE:** 63 **HEIGHT: 5-4** **WT**: 120
HAIR: None **EYES:** Blue, wears glasses
PRESENT LOCATION: StarCom International Building
2270 Whilshire Blvd. Century City, California

PERSONAL HISTORY:
Elvin is considered one of America's foremost authorities on robotics, fractal geometry and computer viruses. Employed by the Federal government for 22 years in various electronic infiltration and computer intelligence agencies. Disappeared in the late seventies, resurfacing in the mid-eighties under the name Adam Elvender. His true identity became known after an unsuccessful attempt at causing nuclear strikes on several major cities 1986. Imprisoned in 1988, he soon escaped after being diagnosed with a terminal illness. He has not been heard from since, until two weeks ago.

PSYCHIATRIC PROFILE:
Elvin has been under Psychological treatment since 1973 for severe paranoia, delusions, and antisocial behavior. He has grown increasingly unstable over the years, and is now believed to be completely insane. Because of extreme paranoia he is most likely alone, protected only by robots within his towers.

CRIMINAL RECORD:
Prior to his arrest in 1988 he had no known criminal record.

CASE BACKGROUND:
Eleven days ago Elvin infected the national communication network with an intelligent electromutative virus. It quickly found its way into the NORAD defense computers. Using this virus, he somehow reprogrammed the security codes. Elvin now has absolute control over the nation's entire nuclear missile force. He is making a second attempt at causing a major nuclear disaster! Several attempts to coordinate extradition of Elvin through State and local authorities have thus far proven unsuccessful.

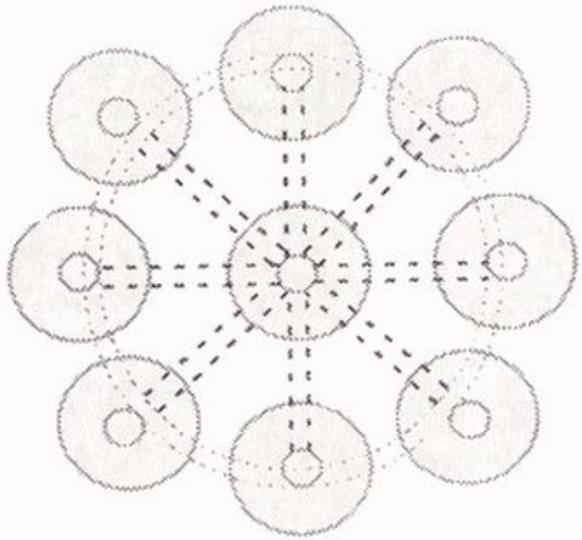
MISSION OBJECTIVE:
Manipulation of the Nation's nuclear defense system is being controlled thorough Elvin's mainframe computer, located in the central core tower of the massive StarCom International Building. A lone operative must enter the StarCom Building searching every room in the complex for the safes that contain M.K.D.S. (Musical Key Data Sequences). Information has been encrypted into these musical tunes, so when the musical tunes are recorded and played back at the entrance to Elvin's express elevator, the doors will open allowing access to Elvin's central control room.

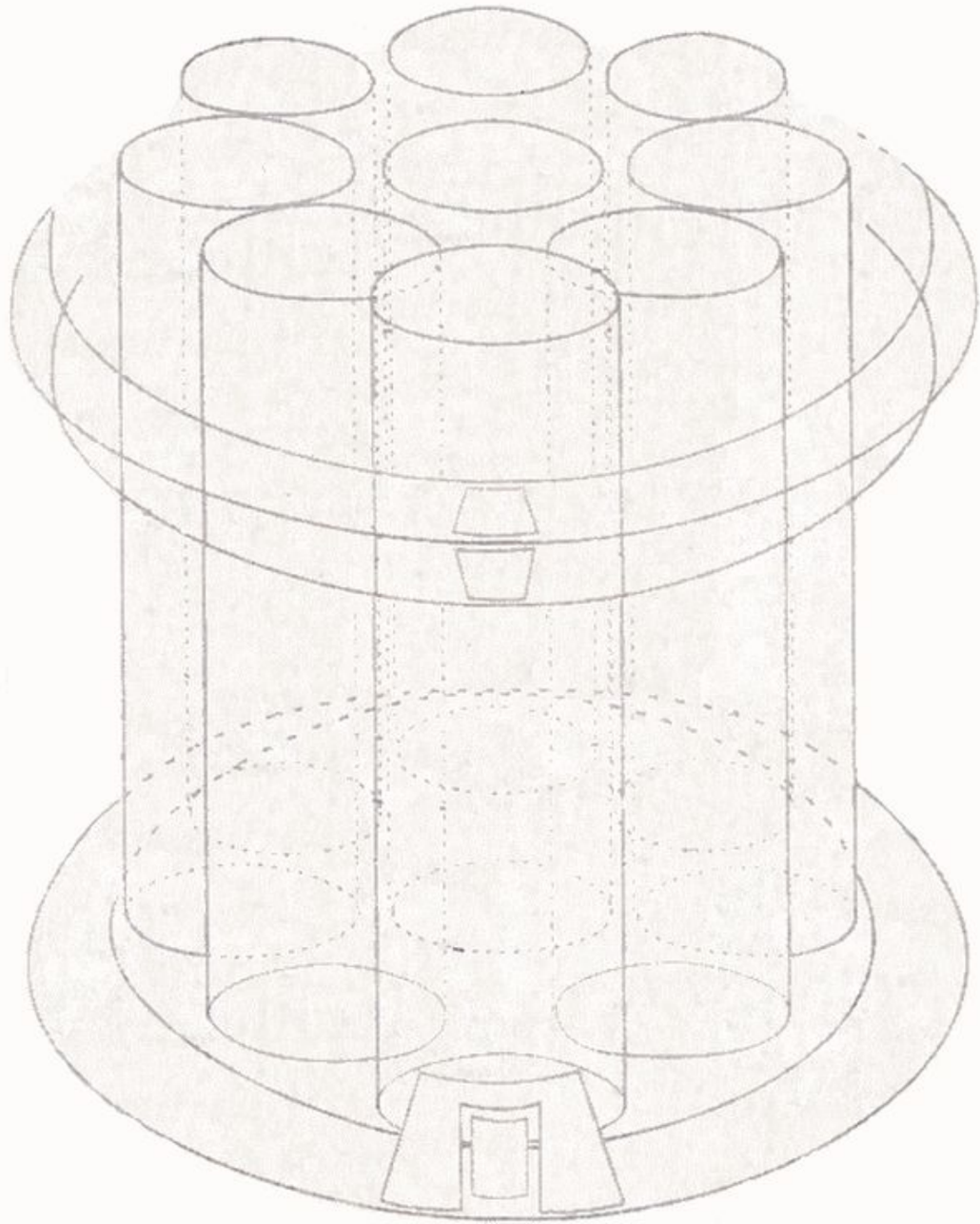
You must then reach the main control console and shutdown Elvin's mainframe computer, bringing to an end what could be the greatest crisis in the history of mankind.

Warning! Elvin has three terminals in his central control room. Two of the terminals are decoys rigged to discharge 750,000 volts if they are touched. Only one terminal can be used to disarm the system.

BUILDING LAYOUT:

Elvin's headquarters is located within the six story StarCom International Building. It is made of 8 outer towers that surround a inner core tower. This core tower is where Elvin's central control room is located. To reach the core tower you must go through all 8 towers. These towers are connected by a series of elevators and passage ways. Access from one tower to another is restricted by two inch thick steel doors. These can be breached by using your Pocket Computer (see PIN Assembler mode).





SECURITY DROIDS:
The complex is guarded by advanced Security droids that are networked to the main computer system and can be controlled through terminals in each room. These are some of the droids you may encounter:

SENTRYBOT: (Fig. A)
These are the most common and also the most deadly. These drones are custom designed by Elvin, information on them may therefore be incomplete. These droids see using Infrared photosensors that detect human body heat and are also equipped with motion detection and audio sensing capability. The outer skin is a tungsten carbide polymer. Inside is housed two high voltage plasma guns that generate powerful directional beams. These beams are only effective at closer than six feet, and are therefore easy to avoid. Sentrybots are propelled by a linear magnetic induction system, and must ride along special tracks embedded in the floors and usually cannot leave their defined floor pattern.

HC-910: (Fig. B)
This is the second most common droid you will encounter. It is programmed to grab an intruder, trap them against a wall and discharge 750,000 volts, electrocuting its victim.

ATK-1000C: (Fig. C)
This is a modified version of the ATK-1000. It is equipped with a supply of exploding mines. When danger is sensed it will lay mines at random. These mines are easy to see but sometimes difficult to avoid.

ATK-1000: (No picture is available)
These are harmless unarmed drones. They move on three wheels and are highly mobile. They can ride elevator platforms and patrol multiple levels.

Images created using Magnetic Resonance Technology. Actual object may look slightly different to the human eye.

Fig. A

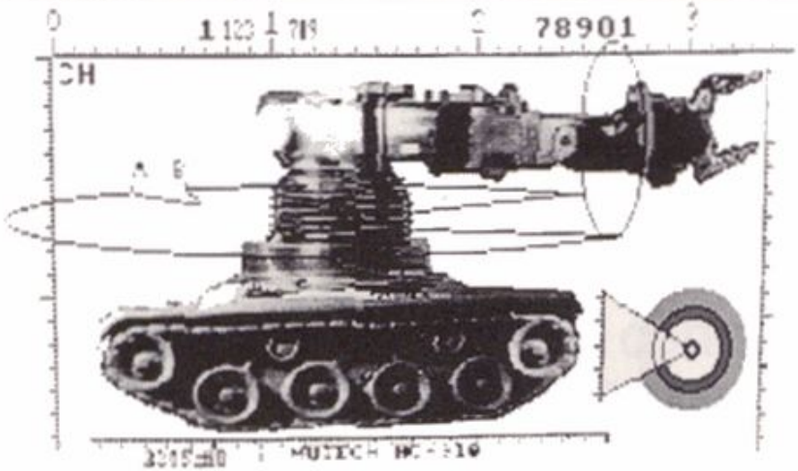


Fig. B

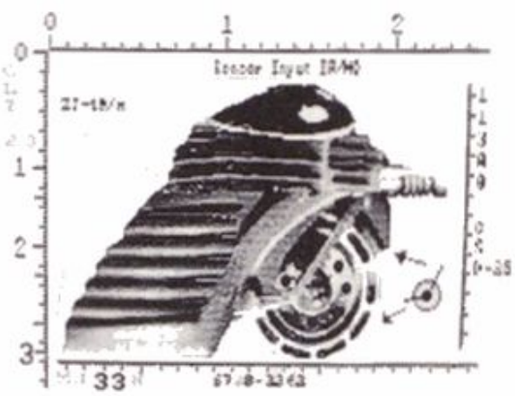


Fig. C

GAME CONTROL:

Your Control Pad has two modes **ACTION MODE**, which allows you to walk, jump, and search the building, and **POCKET COMPUTER MODE**, which allows you to use your ultra high-tech micro Pocket Computer. This powerful piece of hardware can be used only in elevators and hallways. It keeps track of your location, assembles PIN codes to unlock tower entrances, and records M.K.D.S.

ACTION MODE:

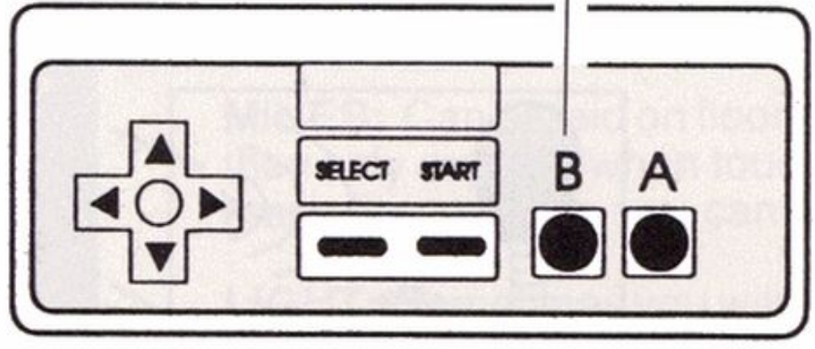
In ACTION MODE you move through the building in search of the things needed to complete your mission. You can also logon to computer terminals in each room, and use Elvin's master system to your advantage.

ACTION MODE CONTROLS

DIRECTION PAD:
Controls running, ducking, and searching. Also controls up and down movement of elevators.

B BUTTON:
Press to jump and lay BOMBS. To lay BOMBS and MINES you must crouch down by pressing DOWN on the **Direction Pad** and press **B Button** at the same time.

A BUTTON:
Press in halls to enter the Pocket Computer Mode.



SELECT:
Not used.

START:
Begins new game and pauses game in progress.

SEARCHING:

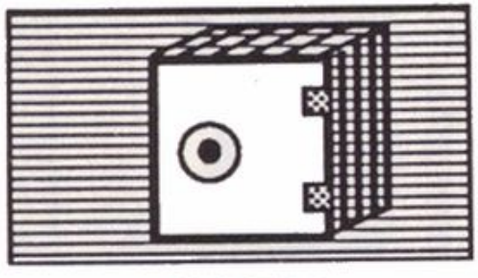
You must be sure to search everything, from automobiles, garages and athletic equipment to plants and pictures on the walls. To search a location stand in front of it and push the Direction Pad UP.

A window will appear that says SEARCH. You will see a time line indicating how long the search will take. Some places take longer to search than others, so be sure to keep searching until the time line disappears and the SEARCH WINDOW displays what you have found.

SEARCH WINDOW

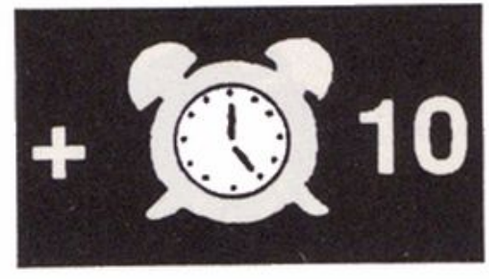
If nothing is found it will say NOTHING. During your searches you will find TERMINAL COMMANDS, PINs (security Entrance Codes), SAFES (these contain M.K.D.S. the MUSICAL KEY DATA SEQUENCES that you must record), and TIMER ICONS (these extend the time you have to complete your mission).

NOTHING



SAFE

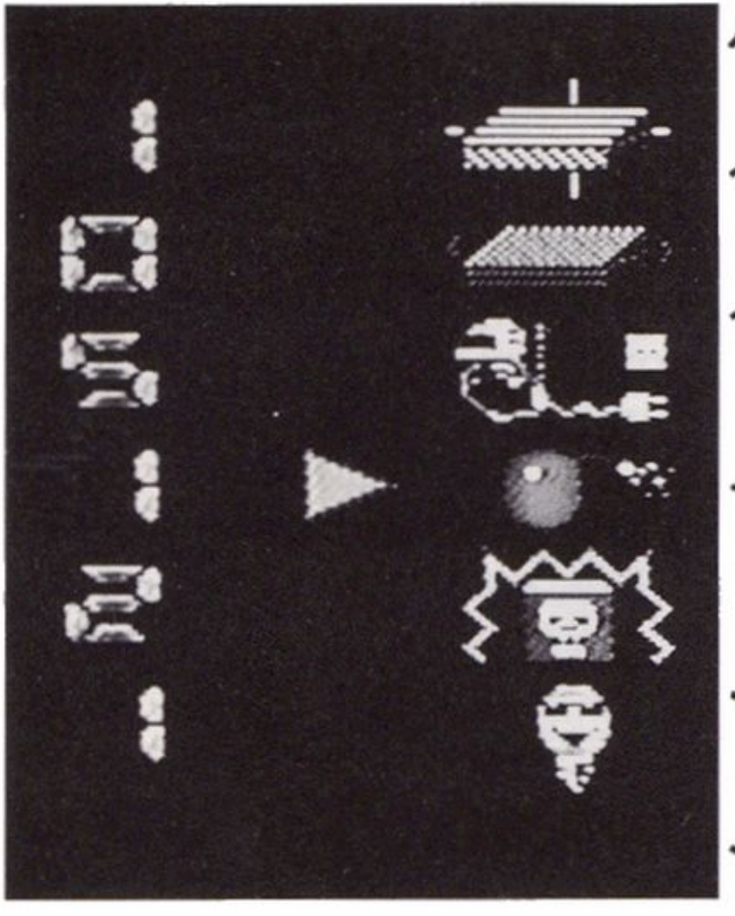
M.K.D.S.



TIMER ICON

TERMINALS:

By standing in front of a Computer Terminal and pushing UP on your Direction Pad you will logon to Elvin's computer system. Pictured on the screen are 6 TERMINAL COMMANDS and to the left the number of each that you have collected. The Direction Pad moves the selector UP and DOWN. Pressing A Button will activate the TERMINAL COMMAND you've chosen and return to the main screen.



TERMINAL COMMANDS:

V-PLAT RESTORE: This will reset the position of the platforms that move up and down to their original positions.

H-PLAT RESTORE: This will reset the positions of the platforms that move Right and Left to their original positions.

DROID DISENGAGE: This will disengage droids from the main computer, rendering all Security Droids completely harmless for 17 seconds.

BOMBS: Can be laid on floors by pressing A Button while pushing the Direction Pad DOWN. BOMBS will explode after about 20 seconds destroying anything near them and blowing holes in the floors and safes. There are many floors with special insulation were you cannot lay bombs.

MINES: Can be laid on floors in the same way as BOMBS but they only explode when touched. Just like BOMBS there are many floors where you cannot lay MINES.

LIGHT: Sometimes you will enter darkened rooms where it is hard to see. Choosing lights will turn on the lights not only in the room your in, but in every room in the tower.

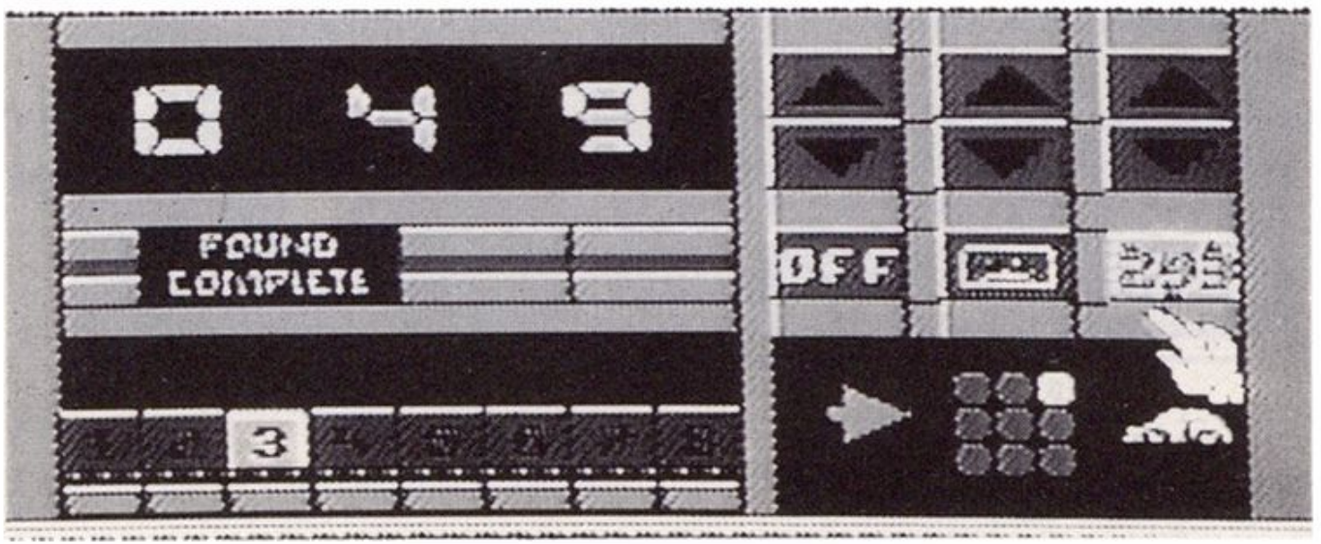
M.K.D.S. and SAFES:
To open a SAFE you must first blow it up with a bomb. Inside the SAFE is the M.K.D.S. so search it thoroughly. You must record the M.K.D.S. before you go to the next tower. To record it simply turn on your RECORDER. You will see that the tape counter has gone forward. Rewind your tape and listen to the tune. There are six different M.K.D.S. (musical sequences) in the eight towers. Two pieces are duplicates. This is why you must always listen to the recording. If you have duplicates recorded, you must rewind your RECORDER to the beginning of the previous M.K.D.S. and record the new one over the top of the duplicate. It will take six different M.K.D.S. to complete the tune that will open Elvin's express elevator to the main control room.

THE POCKET COMPUTER:
This is one of your most important pieces of equipment. It can only be used in halls and elevators and cannot be used in rooms. The TIMER counts down how much time you have left. The light spot on the map screen shows your present location. The number of the tower you are in is shown under the map.

POCKET COMPUTER MODE:
To use your Pocket Computer press B Button this will make a small HAND appear on screen. Use this to point to the RECORDER, PIN ASSEMBLER (293) or OFF to return to ACTION MODE.

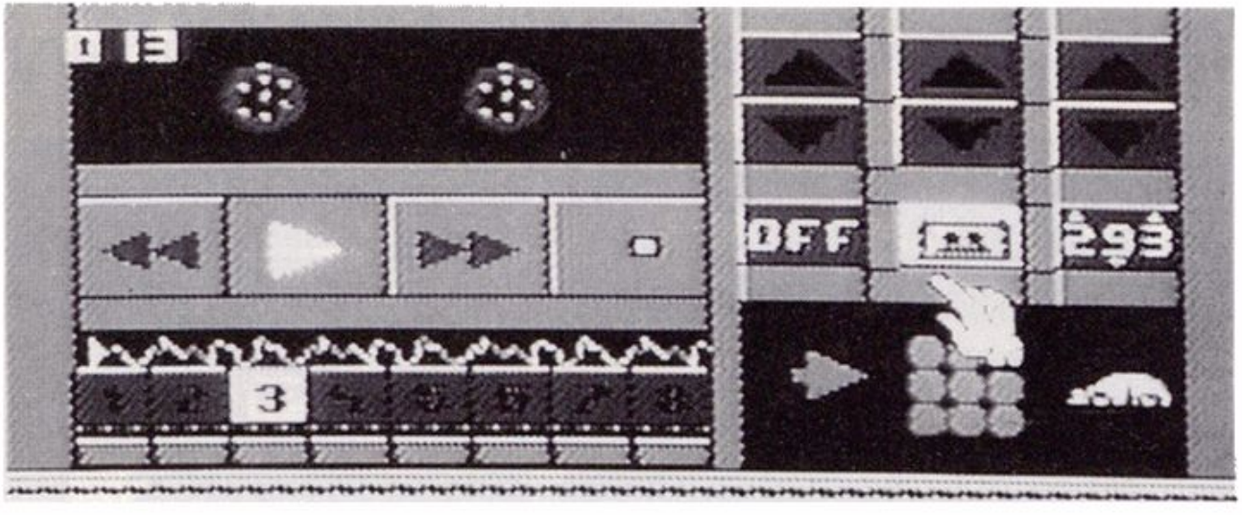
PIN ASSEMBLER (293):
While searching the building you will find colored PIN numbers. These NUMBERS are stored in the PIN ASSEMBLER and can be used just like a combination lock to open the security doors that separate the towers. Although you may collect many numbers, only three (one of each color blue, yellow, green) are correct. To see the different numbers of each color that you have collected use the Arrow Keys to the right of the PIN numbers. The three sections correspond to one of the three colored numbers. Push the Arrow Keys with the HAND to rotate the PIN numbers. To open the door you must have all 3 CORRECT numbers displayed. To line up all the correct numbers you must know which numbers are right and which are wrong.

When one of the 3 numbers is correct the word FOUND will appear. To isolate all three correct numbers roll each until FOUND turns off. The last number rolled is a correct number. Try turning it back to make sure it's correct. If FOUND turns back on it is a correct number. Test all three numbers this way, if you don't have all three correct numbers keep searching. You must find them. When all three numbers are correct the word COMPLETE will appear in the display. You can now enter the next tower.



RECORDER:
Selecting the RECORDER will let you record and play back M.K.D.S. To operate the RECORDER move the HAND to REW, PLAY, FF, or STOP. The counter will tell you where one tune ends and the next begins. This will help you record over duplicate music. Use as you would any tape recorder.

When you have recorded six non-duplicate M.K.D.S. to form a complete song you can enter Elvin's express elevator. You must record the M.K.D.S. before you leave a tower because you can't return to a tower once you have left it. If you don't record the M.K.D.S. in each tower's SAFE you cannot complete the mission. You could however get lucky if the M.K.D.S. you forgot to record was a duplicate. In this case you could still enter the express elevator. When you finish using the recorder move the HAND to OFF and press B Button to return to ACTION MODE.



ADDITIONAL INFORMATION:

PLATFORMS will only move as far as the track they are mounted in will allow.

Sometimes PLATFORMS go through ceilings and floors leading to other rooms.

To move a PLATFORM Left or Right stand in the PLATFORMS center and press DOWN on the Direction Pad while pushing Left or Right.

Some rooms are inaccessible, so you must blow a hole using a BOMB or a MINE to enter.

The doors to Elvin's express elevator are located between the inter tower security doors in either the under ground passageway or the aerial hallway. After you have recorded the six different M.K.D.S., stand in front of the access door and press UP on your Direction Pad. This elevator will take you directly to Elvin's central control room.

Always remember to listen to the M.K.D.S. you have recovered from a SAFE before you leave a tower.

MEMO

Notice to American Video Entertainment™ Customers

Should you encounter any problems with this cartridge two important questions must be asked.

A. Was your Nintendo control deck purchased after October of 1990?

B. Does the cartridge play on other control decks purchased prior to Oct. 1990?

If the answer to both of these questions is yes then you probably have a control deck which was secretly modified by Nintendo to prevent you from enjoying this game. In order to enjoy many fine products from independent American manufactures, American Video Entertainment, recommends you get a control deck compatible with all legal games. If you do not, you will be prevented from enjoying many great, value priced cartridges. You have several options available to you:

1. If you would like we can provide you with repair instructions which will instruct any qualified T.V. repair technician with the necessary information to repair your unit, and a letter requesting Nintendo refund any repair charges. (They are not legally obligated to refund your money but we think they are morally obligated)

2. American Video Entertainment will upgrade your incompatible Rev. 11 unit free for a postage and handling charge of $9.95. NES unit must be in working order. AVE cannot repair non-functional units. THIS CHARGE WILL BE CREDITED TO ANY FUTURE PURCHASE OF AN AMERICAN VIDEO ENTERTAINMENT PRODUCT PURCHASED DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. (Call 1-800-HOT-4-AVE and allow 1 week for return.)

3. If none of the above is suitable please call our consumer hotline at 1-800-HOT-4-AVE and one of our counsellors will help you further.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

American Video Entertainment 90-Day Limited Warranty.

AMERICAN VIDEO ENTERTAINMENT, INC warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. AMERICAN VIDEO ENTERTAINMENT, INC agrees to either repair or replace at its option, free of charge, any AMERICAN VIDEO ENTERTAINMENT, INC software product. Before any returns are accepted you must call our warranty department (408-453-8282) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL AMERICAN VIDEO ENTERTAINMENT, INC BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Free Games!

American Video Entertainment Video Game Regristration Card

Fill out this card, send it in, and we'll enter your name in our monthly drawing for a free game.

First Name *Last Name*

Street Address

City *State* *Zip Code* *Age*

Area Code *Phone Number*

Thank you for purchasing Impossible Mission II. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability: 10 9 8 7 6 5 4 3 2 1 Action: 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1 Overall Rating: 10 9 8 7 6 5 4 3 2 1

How many video games do you own? _____

What is your favorite game? _____

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Rental

☐ Other:_____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131

PLACE
POSTAGE
STAMP
HERE

American Video Entertainment, Inc.
1348 Ridder Park Dr.
San Jose, CA 95131 USA

CUSTOMER SERVICE DEPT.

Try all of our exciting reasonably priced video games.

COMMING SOON

ULTIMATE LEAGUE SOCCER
(June)
VENICE BEACH VOLLEYBALL
(July)
DEATHBOTS
(August)

If you can not find a location near you that sells or rents our products, call (800) HOT-4AVE to order direct. We accept VISA or MaterCharge.

American Video Entertainment, Inc.
577 Airport Blvd. Suite 700
Burlingame, CA 94010
415-342-9737

Note: In the interest of product improvement, specifications are subject to change without prior notice. This manual may be copied freely by customers and video rental stores.
IMPOSSIBLE MISSION II program and graphics (c)1989 EPYX, Inc.
Licensed by American Video Entertainment, Inc.
Programmed by Novotrade Software Studios.
Manual by Phil Mikkelson.
Cover Illustration by Ken Rieger.
Nintendo & Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

Address all correspondence to:
American Video Entertainment, Inc. 577 Airport Blvd. Suite 700, Burlingame, CA 94010 USA
PRINTED IN THE USA